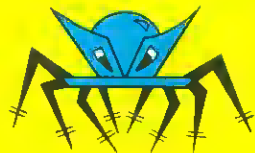


Spiders



15 Points

Lips



30 Points

Wolves



45 Points

Fuzzballs



80 Points

Programmed By Nasir Gebelli
Game Art Drawn With E-Z Draw
Assembly Language (48K)

Requires An Apple II Or Apple II+ Computer
Boots Directly With Either 13 Or 16 Sector Controller

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E-Z Draw, Copyright © 1980 By Sirius Software, Inc.

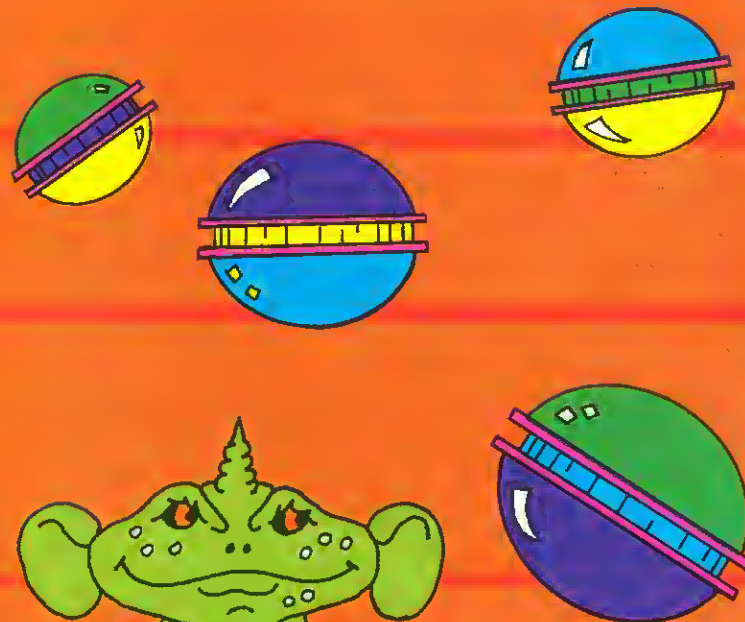
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Brochure Design By T. Kenney



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Sacramento, California 95825

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Of Apple Computer, Inc.

space eggs



"It Will Crack You Up"

By Nasir • A Product of Sirius Software, Inc.

Space Eggs



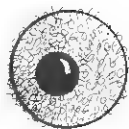
Spiders
15 Points

Lips
30 Points



Wolves
45 Points

Fuzzballs
80 Points



How To Play

Press paddle button O to start the game. Use paddle O to control the ship and press the button to fire the guns.

After scoring over 1000 on either the first or second stage you will get one opportunity to redock the first stage back to the second stage of your ship. This will allow you to fire three shots at once. Line the second stage up exactly with the first stage using the game paddle. Good luck . . .

Other Great Sirius Software Products

E-Z Draw 3.3

E-Z DRAW is the software that started it all . . . the poor man's graphic tablet. But now it has been updated to 3.3 DOS and completely rewritten for the professional user. E-Z DRAW now includes the powerful HIGHER TEXT character generator written by Ron and Darrel Aldrich. With our new routines the fonts or any part of the picture can be flipped upside down, slanted left or right, rotated 90 or 180 degrees, mirrored or any combination of the above. Also the fonts or parts of the screen can be expanded in width or height, or compressed in height or width. You can mix portions of pictures together, or save only a portion of the screen on disk. Now fully keyboard controlled for better accuracy. Professional documentation and 20 different and imaginative type styles included. Also included are commands to print the hi-res screen on the Trendcom or Silentype printers.

Cyber Strike

CYBER STRIKE . . . An adventure in space with a full 48K of assembly language programming with animation and 3-D effects you haven't seen before. MIND BOGGLING! Everyone said a game like this wasn't possible on the Apple II, but we did it. Also includes a real time clock (software implemented) and several levels of play. WARNING . . . THIS GAME REQUIRES PRACTICE TO PLAY SUCCESSFULLY! Uses either 13 or 16 sector Apple II, II+, or III.

Star Cruiser

STARCRUISER is a fast action arcade game that can be played by ages 3 and up. Softalk magazine rates this one number three in its first month of release . . . need we say more?

Phantoms Five

An action-packed arcade-style game for the Apple II Computer, PHANTOMS FIVE simulates a fighter-bomber mission in real time three dimensional color graphics. While you try to make your bombing run you have to avoid being hit by anti-aircraft fire, and you have to fight off enemy aircraft as well. With five levels of play there is plenty of action for the novice as well as the advanced player. Uses the game paddle and either 13 or 16 sector Apple II or Apple II+ with 48K.

Both Barrels

This package features two games: HIGH NOON and DUCK HUNT. Fun for the very young and the young at heart . . . you'll love the bad guy that falls off the roof and the dogs fighting over the ducks.

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